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1 [Decentralizing a global naming service for improved performance and fault tolerance](#)



D. R. Cheriton, T. P. Mann

May 1989 **ACM Transactions on Computer Systems (TOCS)**, Volume 7 Issue 2

Publisher: ACM Press

Full text available: [pdf\(3.19 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Naming is an important aspect of distributed system design. A naming system allows users and programs to assign character-string names to objects, and subsequently use the names to refer to those objects. With the interconnection of clusters of computers by wide-area networks and internetworks, the domain over which naming systems must function is growing to encompass the entire world. In this paper we address the problem of a global naming system, proposing a three-level naming ...

2 [Implementing a caching service a distributed COBRA objects](#)

Gregory V. Chockler, Danny Dolev, Roy Friedman, Roman Vitenberg

April 2000 **IFIP/ACM International Conference on Distributed systems platforms Middleware '00**

Publisher: Springer-Verlag New York, Inc.

Full text available: [pdf\(324.53 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This paper discusses the implementation of CASCADE, a distributed caching service for CORBA objects. Our caching service is fully CORBA compliant, and supports caching of active objects, which include both data and code. It is specifically designed to operate over the Internet by employing a dynamically built cache hierarchy. The service architecture is highly configurable with regard to a broad spectrum of application parameters. The main benefits of CASCADE are enhanced availability and ser ...

3 [Mobile code: Towards a world-wide civilization of objects](#)



Michael Conduct, Dejan Milojicic, Franklin Reynolds, Don Bolinger

September 1996 **Proceedings of the 7th workshop on ACM SIGOPS European workshop: Systems support for worldwide applications EW 7**

Publisher: ACM Press

Full text available: [pdf\(978.94 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)


The Internet today corresponds to a Feudal society, where fortress walls (firewalls) surround villages (LANs), little pockets of civilization connected by lawless highways (insecure networks) infested by bandits (hackers). The emergence of the World Wide Web and Java have shown the way towards a true civilization of electronic objects, although it does not yet exist. To assist in its evolution, we propose to extend the World Wide Web and Java with object-oriented, distributed OS services, implem ...

4 A simulation based analysis of naming schemes for distributed systems

Taieb B. Znati, Judith Molka

April 1992 **Proceedings of the 25th annual symposium on Simulation ANSS '92**

Publisher: IEEE Computer Society Press

Full text available:  [pdf\(1.07 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)


5 Shoring up persistent applications



Michael J. Carey, David J. DeWitt, Michael J. Franklin, Nancy E. Hall, Mark L. McAuliffe, Jeffrey F. Naughton, Daniel T. Schuh, Marvin H. Solomon, C. K. Tan, Odysseas G. Tsatalos, Seth J. White, Michael J. Zwilling

May 1994 **ACM SIGMOD Record , Proceedings of the 1994 ACM SIGMOD international conference on Management of data SIGMOD '94**, Volume 23 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(1.40 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

SHORE (Scalable Heterogeneous Object REpository) is a persistent object system under development at the University of Wisconsin. SHORE represents a merger of object-oriented database and file system technologies. In this paper we give the goals and motivation for SHORE, and describe how SHORE provides features of both technologies. We also describe some novel aspects of the SHORE architecture, including a symmetric peer-to-peer server architecture, server customization through an extensible ...


6 Π^2 -- a generic proxy platform for wireless access and mobility in CORBA



Rainer Ruggaber, Jochen Seitz, Michael Knapp

July 2000 **Proceedings of the nineteenth annual ACM symposium on Principles of distributed computing PODC '00**

Publisher: ACM Press

Full text available:  [pdf\(815.01 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Distributed applications in a wireless environment often suffer from sudden connection losses. Furthermore, scarce bandwidth and high error rates may affect data transmission so that traditional Internet protocols like TCP show unwanted behaviour. However, one of today's most popular middleware architectures, namely the Common Object Request Broker Architecture CORBA, is built on top of TCP. Hence, its extension into the wireless and mobile environment has to be carefully designed. This paper ...


7 The V distributed system



David Cheriton

March 1988 **Communications of the ACM**, Volume 31 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(2.55 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The V distributed System was developed at Stanford University as part of a research project to explore issues in distributed systems. Aspects of the design suggest important directions for the design of future operating systems and communication systems.


8 Lessons learned from implementing the CORBA persistent object service



Jan Kleindienst, František Plášil, Petr Tůma

October 1996 **ACM SIGPLAN Notices , Proceedings of the 11th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '96**, Volume 31 Issue 10

Publisher: ACM Press

Full text available:  [pdf\(2.16 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, the authors share their experiences gathered during the design and

implementation of the CORBA Persistent Object Service. There are two problems related to a design and implementation of the Persistence Service: first, OMG intentionally leaves the functionality core of the Persistence Service unspecified; second, OMG encourages reuse of other Object Services without being specific enough in this respect. The paper identifies the key design issues implied both by the intentional la ...

9 A publish/subscribe CORBA persistent state service prototype

C. Liebig, M. Cilia, M. Betz, A. Buchmann

April 2000 **IFIP/ACM International Conference on Distributed systems platforms Middleware '00**

Publisher: Springer-Verlag New York, Inc.

Full text available:  [pdf\(283.92 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

An important class of information dissemination applications requires 1:n communication and access to persistent datastores. CORBA's new Persistent State Service combined with messaging capabilities offer the possibility of efficiently realizing information brokers between data sources and CORBA clients. In this paper we present a prototype implementation of the PSS that exploits the reliable multicast capabilities of an existing middleware platform. This publish/subscribe architecture makes ...

10 Supporting CORBA applications in a mobile environment



Mads Haahr, Raymond Cunningham, Vinny Cahill

August 1999 **Proceedings of the 5th annual ACM/IEEE international conference on Mobile computing and networking MobiCom '99**

Publisher: ACM Press

Full text available:  [pdf\(1.42 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

11 StratOSphere: mobile processing of distributed objects in Java



Daniel Wu, Divyakant Agrawal, Amr El Abbadi

October 1998 **Proceedings of the 4th annual ACM/IEEE international conference on Mobile computing and networking MobiCom '98**

Publisher: ACM Press

Full text available:  [pdf\(1.38 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


12 CORBA and CORBA services for DSA



Laurent Pautet, Thomas Quinot, Samuel Tardieu

September 1999 **ACM SIGAda Ada Letters , Proceedings of the 1999 annual ACM SIGAda international conference on Ada SIGAda '99**, Volume XIX Issue 3

Publisher: ACM Press

Full text available:  [pdf\(708.36 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Comparing CORBA and the Ada 95 Distributed Systems Annex shows that an advantage of CORBA is its Common Object Services, providing standard, frequently-used components for distributed application development. This paper presents our implementation of similar services for the DSA. We also introduce new developments of our team that aim at providing close interaction between CORBA and Ada applications. Part of the work presented here was accomplished by the AdaBroker team: Fabien Azavant, Emmanuel ...


13 Storage management and caching in PAST, a large-scale, persistent peer-to-peer storage utility



Antony Rowstron, Peter Druschel

October 2001 **ACM SIGOPS Operating Systems Review , Proceedings of the eighteenth ACM symposium on Operating systems principles SOSP '01**, Volume 35 Issue 5

Publisher: ACM Press

Full text available:  [pdf\(1.48 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents and evaluates the storage management and caching in PAST, a large-scale peer-to-peer persistent storage utility. PAST is based on a self-organizing, Internet-based overlay network of storage nodes that cooperatively route file queries, store multiple replicas of files, and cache additional copies of popular files. In the PAST system, storage nodes and files are each assigned uniformly distributed identifiers, and replicas of a file are stored at nodes whose identifier matches ...


14 [Reasoning about naming systems](#)



Mic Bowman, Saumya K. Debray, Larry L. Peterson

November 1993 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 15 Issue 5

Publisher: ACM Press

Full text available:  [pdf\(2.21 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: descriptive naming systems, inference mechanisms


15 [Towards a universal directory service](#)



Keith A Lantz, Judy L Edighoffer, Bruce L Hitson

April 1986 **ACM SIGOPS Operating Systems Review**, Volume 20 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(1.01 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Directory services and name servers have been discussed and implemented for a number of distributed systems. Most have been tightly interwoven with the particular distributed systems of which they are a part: a few are more general in nature. In this paper we survey recent work in this area and discuss the advantages and disadvantages of a number of approaches. From this, we are able to extract some fundamental requirements of a naming system capable of handling a wide variety of object types in ...


16 [Towards a universal directory service](#)



Keith A. Lantz, Judy L. Edighoffer, Bruce L. Hitson

August 1985 **Proceedings of the fourth annual ACM symposium on Principles of distributed computing PODC '85**

Publisher: ACM Press

Full text available:  [pdf\(1.18 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


17 [A taxonomy of issues in name systems design and implementation](#)



A. K. Yeo, A. L. Ananda, E. K. Koh

July 1993 **ACM SIGOPS Operating Systems Review**, Volume 27 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(1.06 MB\)](#)Additional Information: [full citation](#), [abstract](#), [index terms](#)

In the last decade, name systems have grown from a single centrally-controlled server providing only host name to physical address mapping, to a complex system consisting of multiple and distributed servers, providing not only name mapping, but also general directory lookup services. These advances are due in part to the increase in size, complexity and heterogeneity of distributed systems. This paper presents a taxonomy of design and implementation issues in building a name system.

18 [Mariposa: a wide-area distributed database system](#)

Michael Stonebraker, Paul M. Aoki, Witold Litwin, Avi Pfeffer, Adam Sah, Jeff Sidell, Carl Staelin, Andrew Yu

January 1996 **The VLDB Journal — The International Journal on Very Large Data**

Bases, Volume 5 Issue 1

Publisher: Springer-Verlag New York, Inc.

Full text available:  [pdf\(172.75 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The requirements of wide-area distributed database systems differ dramatically from those of local-area network systems. In a wide-area network (WAN) configuration, individual sites usually report to different system administrators, have different access and charging algorithms, install site-specific data type extensions, and have different constraints on servicing remote requests. Typical of the last point are production transaction environments, which are fully engaged during normal business h ...

Keywords: Autonomy, Databases, Distributed systems, Economic site, Name service, Wide-area network

19 [Workshop on compositional software architectures: workshop report](#)



May 1998 **ACM SIGSOFT Software Engineering Notes**, Volume 23 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(2.91 MB\)](#) Additional Information: [full citation](#), [index terms](#)


20 [Extensible file systems in spring](#)



Yousef A. Khalidi, Michael N. Nelson

December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles SOSP '93**, Volume 27 Issue 5

Publisher: ACM Press

Full text available:  [pdf\(1.47 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we describe an architecture for extensible file systems. The architecture enables the extension of file system functionality by composing (or stacking) new file systems on top of existing file systems. A file system that is stacked on top of an existing file system can access the existing file system's files via a well-defined naming interface and can share the same underlying file data in a coherent manner. We describe extending file systems in the context of the Spring operating ...

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